



QUICK PROJECT



AUTHORIZED AMA
STE(A)M PROGRAM



PAPER MODEL PLANES P-47

SPECIAL THANKS TO:



**General
Mills**

**Making Food
People Love**

These plans were originally created and distributed
by General Mills. Shared with permission.
© 1944 General Mills, INC



AN OFFICIAL PROJECT OF THE ACADEMY OF
MODEL AERONAUTICS EDUCATION DEPARTMENT

MODELAIRCRAFT.ORG | AMAFLIGHTSCHOOL.ORG

How to build your model AMERICAN P-47 "THUNDERBOLT"



One of the U.S. Army's fastest and most vicious fighters, the Thunderbolt P-47 has hung up an inspiring record in combat. Very fast with a speed of 440 mph. Powered with a Pratt & Whitney double row "wasp" 18 cylinder radio motor of 2200 hp. The Thunderbolt is heavily armored and carries eight 50 cal. machine guns in the wings. Wing span 41 ft.

FOLLOW DIRECTIONS CAREFULLY

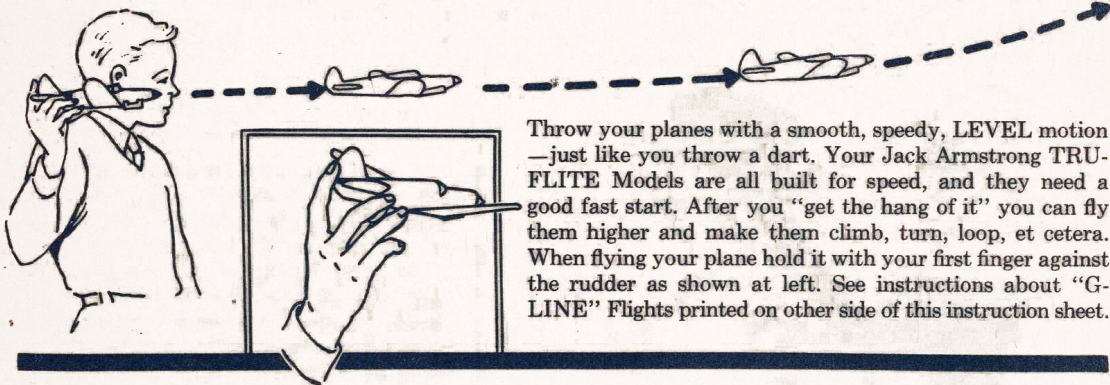
ALL YOU NEED is a sharp knife or razor blade, and airplane model cement or some glue (DO NOT USE PASTE OR MUCILAGE). Scissors can be used to cut out plane if desired. Use a penny for weight as shown in diagrams.

IMPORTANT!

Follow these 3 simple directions and TAKE YOUR TIME! The more carefully you cut and fit the parts, the better your MODEL will fly! If you don't understand these instructions, ask your Father or Mother to explain them to you.

- 1** Cut all parts out CAREFULLY. Cut only on solid outlines. Cut all slots out completely. See fuselage slots A, B, C, D, E, F, G, H and I. Also slots in the cones and cowl. Be especially careful when cutting the three long slots in tail of fuselage and the slots in the rudder and tailplane.
- 2** FOLD ONLY ON DOTTED LINES. Be careful to fold exactly on dotted lines to make a perfect plane. (Before folding parts, lay a ruler along the dotted lines. Then draw the dull side of a table knife firmly along dotted line. This will insure a real *straight* fold.)
- 3** NOW ASSEMBLE PARTS AS SHOWN ON DIAGRAMS. When gluing parts together, put glue on BOTH surfaces before placing together. THEN HOLD FIRMLY IN PLACE UNTIL DRY.

FLY PLANE LIKE YOU THROW A DART!



Throw your planes with a smooth, speedy, LEVEL motion —just like you throw a dart. Your Jack Armstrong TRU-FLITE Models are all built for speed, and they need a good fast start. After you "get the hang of it" you can fly them higher and make them climb, turn, loop, et cetera. When flying your plane hold it with your first finger against the rudder as shown at left. See instructions about "G-LINE" Flights printed on other side of this instruction sheet.

<p>1. When properly made, your Jack Armstrong TRU-FLITE Model is correctly adjusted for long, smooth gliding. Silhouette above shows proper dihedral (angle) of wings and correct position of rudder and tailplane.</p>	<p>WRONG!</p> <p>RIGHT!</p> <p>2. Make sure rudder is <i>not</i> twisted or bent. It should be exactly vertical to bottom of fuselage and in alignment with fuselage. Check its position and that of tailplane after every few flights.</p>	<p>3. When plane hits objects with leading edge of wing, smooth dents thus caused by pinching firmly between thumb and fingers. Otherwise, such irregularities in leading edge of wing will cut down flight efficiency. Keep wings FLAT. Do not curve or bend them.</p>
--	--	--

COPYRIGHT 1944, GENERAL MILLS, INC.

SUPPLIES

- Printer & Printer Paper
(heavier weight paper works best)
- Rubber Cement *(or tape/CA)*
- Scissors or knife
- Penny

LEARN MORE

Check out this blog post on General Mills and their aircraft promotions! blog. generalmills.com/2011/12/our-airplane-legacy/

GET SOCIAL

Hashtag your paper model!
#iflyama
#gmairplane
#generalmills

1

PUSH ALL TABS WAY THRU SLOTS. GLUE BOTTOM PARTS OF FUSELAGE TOGETHER.

IMPORTANT! WHEN THE FUSELAGE IS DONE AND GLUE IS DRY, CUT OFF TABS A, B, C, D, AND E.

FUSELAGE

BE SURE ALL SLOTS ARE CUT OUT COMPLETELY. THEN FOLD AS SHOWN ABOVE.

2 COCKPIT COVER

BE SURE THAT BOTH SLOTS ARE CUT OUT COMPLETELY!

CREASE ALONG DOTTED LINES "X" AND "Y". THEN SHAPE COCKPIT COVER BY PUSHING FRONT TABS F AND G UNDER MIDDLE TABS F AND G. GLUE TABS TOGETHER.

SPOT GLUE ON FUSELAGE WHERE INDICATED AND SLIP TABS F, G, H AND I INTO MATCHING SLOTS. **HOLD UNTIL THOROUGHLY DRY!**

3

SLIDE TAILPLANE ALL THE WAY INTO FUSELAGE. THEN SLIDE RUDDER INTO PLACE.

GLUE ENDS OF FUSELAGE TO RUDDER.

RUDDER-TAILPLANE

4 COWL

GLUE PENNY WHERE SHOWN. FOLD ROUND TAB OVER AND GLUE TO PENNY. *USE LOTS OF GLUE AND HOLD UNTIL THOROUGHLY DRY!* (PENNY)

FOLD AS SHOWN. SHAPE AROUND COWL FRONT AND SLIDE TAB J THRU SLOT J.

GLUE BOTTOM OF COWL. THEN GLUE RIM TABS TO FRONT OF COWL AS SHOWN

WHEN RIM TABS ARE IN PLACE, TURN COWL UP AS SHOWN AND HOLD FIRMLY UNTIL DRY!

COWL

5 CONES

CUT OUT CONES AND MAKE AS SHOWN. PUSH TAB THRU SLOT, ROLL CONE TIGHT AND GLUE. **HOLD TILL DRY ... THEN CUT OFF TAB!**

A SLIP INSIDE CONE THRU ROUND HOLE IN COWL TRIM. GLUE TABS. B GLUE COWL TO THE COWL FRONT. C GLUE OUTSIDE CONE OVER INSIDE CONE.

PUT COWL ON PLANE LAST!

6

IMPORTANT! WHEN GLUING WING TO THE FUSELAGE, BE SURE THAT THE FOLD IN THE WING FITS TIGHT TO FOLD IN WING BASE.

FIRST! FOLD WING UP EXACTLY ON DOTTED LINE IN CENTER OF GLUE AREA. THEN GLUE WING FIRMLY TO FUSELAGE WING BASE. **HOLD IN PLACE UNTIL THOROUGHLY DRY!**

MAKE WING FIT TIGHT TO WING BASE!

NOW TURN PLANE OVER ON ITS BACK. FOLD BELLY SECTION AS SHOWN AND GLUE TO FUSELAGE WHERE INDICATED. SPOT GLUE ON NOSE WHERE INDICATED AND SLIP COWL IN PLACE OVER NOSE.

WING AND BELLY SECTION

